

BEST AVAILABLE COPY**IN THE CLAIMS**

F1

1. (Amended Four Times) A method for playing games between players at remote locations, comprising:

- connecting a plurality of mobile phones to a communication network for playing a game, wherein each mobile phone is configured to engage in communication through a mobile telecommunications system, and at least one of the plurality of mobile phones is connected to the communication network via a short range low power radio link;
- providing an identification for each of the plurality of mobile phones, said identification being dedicated for playing purposes;
- connecting the plurality of mobile phones together using said identifications dedicated for playing purposes;
- setting up a game scenario for each of the plurality of mobile phones;
- transmitting game signals between the plurality of mobile phones across the communications network using the identifications for playing purposes, wherein the game signals are transmitted to the at least one of the plurality of mobile phones over the short range low power radio link; and
- wherein any of the plurality of mobile phones may be contacted, during playing of the game, via a call unrelated to the playing of the game by way of the communication network.

F2

15. (Amended Four Times) A mobile phone, comprising:

- a keypad for dialing, for controlling menu operation and for entering phone control functions;
- a display for showing keypad entries and a game scenario; and
- a controller for processing user input and for controlling the display, the controller providing identification for playing purposes and using a first transceiver configured to make mobile telecommunications connections and using a second transceiver to connect the mobile phone to at least one other mobile phone through a communication network using said identifications for playing purposes for playing an interactive game and transmitting game signals to the communication network for reception by the at least one

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F2
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other mobile phone using a short range low power radio connection, wherein the mobile phone is configured to receive mobile telecommunications calls unrelated to the playing of the interactive game during playing of the interactive game.

F3

28. (Amended Four Times) An interactive game system, comprising:
a communication network; and
a plurality of mobile phones coupled together through the communication network, at least one of the mobile phones comprising a controller for processing user input and for controlling a display, the controller providing identification for playing purposes and using a first transceiver configured to make mobile telecommunications connections and using a second transceiver to connect the mobile phone to at least one other mobile phone through a communications network using said identifications for playing purposes for playing an interactive game and transmitting game signals to the communication network for reception by the at least one other mobile phone using a short range low power radio connection, wherein at least some of the mobile phone are configured to receive mobile telecommunications calls unrelated to the playing of the interactive game during playing of the interactive game.

F4

42. (Once Amended) A method for playing interactive games, comprising:
providing a plurality of communication systems for coupling mobile phones together, each mobile phone being configured to provide telephone communications;
coupling, through one or more of the plurality of communication systems, the mobile phones together for playing a game;
setting up an interactive game scenario for each mobile phone;
transmitting game signals between the mobile phones through the one or more communication systems coupling the mobile phones; and
wherein any of the mobile phones may be contacted, during participation of the interactive game, via a call unrelated to the interactive game by way of at least one of the plurality of communication systems.